



**University of Illinois at Urbana-Champaign**  
**Campus Recreation**  
**Intramural Sports**  
**Rocket League Rules**

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**General Intramural Sports Policies and Procedures**

**Signing-In and Rosters**

1. All events for FIFA are virtual.
2. An individual is bound to the *first* team they sign in for.
3. A participant can only play on 1 Co-Rec team *and* 1 single gender team (i.e. Men's *or* Fraternity Greek Cup).
4. If a player is found participating in the contest without a valid IM membership, said team will forfeit the game and all forfeit fees and consequences will apply.

**Forfeits and Defaults**

1. Teams that are not present at their scheduled contest by game time or are unable to produce enough eligible players to field a team, will be assessed a forfeit aside from the Grace Period Exception.
2. A team may delay its right to win by forfeit and allow the other team a grace period of 10 minutes to acquire a properly equipped team through the Grace Period Exception:
  - a. Once a 10 minute grace period is granted by the team who is ready, they may not rescind their decision and take a forfeit before the 10 minutes passes.
  - b. If 10 minutes passes after the scheduled game time, and the minimum number of eligible players required to play for the opposing team has not arrived, then that team that is ready to play must accept the forfeit.
  - c. If the forfeiting team is able to obtain the minimum number of properly equipped players before the 10 minute grace period expires, game starting procedures will occur.
3. The team captain of a team that has forfeited will be assessed a \$5 forfeit fee. Additionally the team will be ineligible for playoffs.
4. If a team knows in advance that they will be unable to field a team on a given night; they may avoid the forfeit fee and loss of playoff eligibility by filing a default by 2:00pm on the business day of the contest.
5. A team that has one less than the minimum number of players required to start the contest will receive a default.

## **Sportsmanship**

1. The Intramural Activities Program expects all participants to respect and abide by all rules and policies, show respect and concern for the intramural staff, and refrain from abusive language, poor attitude, and manipulation of the rules to further their chance of winning.
2. Sportsmanship ratings are given to teams after each contests by Intramural Sports Leads, Supervisors, and game officials. These ratings reflect behavior before, during, and after a contest. For purposes of our sportsmanship ratings, we will not count administrative technical fouls and rule technicalities against a team's overall sportsmanship. The decision will be final and ratings will exist on the following scale:
  4. Team shows excellent sportsmanship and go out of their way to keep the game safe and fun. Team receives no unsportsmanlike conduct penalties.
  3. Team shows good-to-average sportsmanship, or *one (1) unsportsmanlike conduct penalty is assessed.*
  2. Team shows below-average sportsmanship and displays dissent to game officials before, during, or after contest. *Two (2) unsportsmanlike conduct penalties is assessed during the contest on either two separate participants, or on a single participant resulting in an ejection.*
  1. The intramural contest has been terminated due to *three (3) unsportsmanlike conduct penalties being assessed on one team throughout the contest. The three penalties can all be on separate participants or on one participant receiving two unsportsmanlike conduct penalties (resulting in an ejection) and a separate participant receiving an unsportsmanlike conduct penalty.*
  0. Team displays unacceptable conduct and sportsmanship. Game is canceled due to any of the following conduct:
    - Fighting or abusive, violent behavior.
    - Team repeatedly exhibits unnecessary roughness that jeopardizes the safety of other participants.
    - Spectator or player clearly gestures or shouts obscenities.
    - A game where more than 3 unsportsmanlike conduct penalties have been assessed to one team.

## **Playoffs**

1. To advance to playoffs during a five (5) week regular season, a team must win three (3) contests out of four (4), or more.
2. To advance to playoffs during a four (4) week regular season, a team must win two (2) contests out of three (3), or more.
3. Teams must have a sportsmanship rating average of at least 2.5 to advance to playoffs.
4. Captain must have completed the online Captain's Quiz prior to the end of regular season to advance to playoffs.
5. Teams must have NO regular season forfeits to advance to playoffs.
6. Teams that advance will be seeded in the bracket according to winning percentage, head to head results, sportsmanship and point differential at the end of regular season.

## **Protests**

1. A team captain may protest player eligibility and rule interpretation, but *not* the judgement of the officials.
2. To file a protest, notification of the protest must be made to a game official at the time of the alleged infraction prior to the *next live ball*.
3. A player's eligibility must be protested *prior to the end of the contest*. No more than three (3) participants can have their eligibility protested during a single contest.

For more information regarding the policies and procedures of Intramural Activities please see the Intramural Activities Handbook on Active Illini and the Campus Recreation website.

### **Equipment**

1. All platforms can be used in this virtual event.

### **Participant Information**

- a) PLEASE MAKE YOUR TEAM NAME YOUR CAPTAIN'S GAMER TAG! Doing this will allow others to find your account and set up a game.
- b) All matches will be 2v2 and winner of 2 out of 3 games. All results will be self-reported. Please take a picture of the results after each game and email the two/three matches to intramurals@illinois.edu.
- c) You must own the game to compete in it's league.
- d) Depending on the number of participants, each match will have 2-3 days to be completed.

**League Options:** All platforms can be used to participate in Intramural Rocket League.

### **Tournament Rules**

#### **I. General**

- a. You are required to play with the Gamer ID (PSN/XBOX Account) that you have specified in your team name.
- b. The Gamer ID which is being used has to equal to the Gamer ID shown on the team name. If another account is going to be used, email this to intramurals@illinois.edu BEFORE the tournament has started.
- c. Every player is responsible for his own connection and has to have a good internet connection to avoid possible 'lag'.

#### **II. Tournament Guidelines**

- a. All participants must check themselves in 5 minutes before the match starts.
- b. Both opponents are responsible for contacting each other and playing the game.
- c. The game and the time can be mutually decided between the two opponents. Please email intramurals@illinois.edu, the expected date and the time of the match to be played.

- d. The date and time on the bracket are when the game scores must be submitted by, not when the games will take place.
  - e. If both players are ready and started the game it is not allowed to hold extra breaks that are not allowed in game (The player cannot pause the game every time the ball goes out of play, only substitutions are allowed).
  - f. Each player is required to take at least one photo of the score. This photo should contain: the score, the names and a time stamp Please send this within 24 hours of the end of the match to [intramurals@illinois.edu](mailto:intramurals@illinois.edu).
  - g. If connection is lost due to poor internet, the game can be replayed within the stipulated time. However, only 3 games can be played in total in one match.
  - h. In case the match cannot be scheduled by the two opponents due to prior time commitments or conflicts, please email [intramurals@illinois.edu](mailto:intramurals@illinois.edu)
- III. Specific game settings Rocket League
- a. General
  - b. Settings: Standard settings
  - c. Game Mode: Soccer
  - d. Team Size: 2 v 2
  - e. Arena: Random
- IV. All matches should be played by a 'Private Match'.

**University of Illinois Intramurals Discord Channel:** <https://discord.gg/tqJB3F9C>

### **Contact Information**

If you have any questions or concerns please contact the Intramural Office via email at [intramurals@illinois.edu](mailto:intramurals@illinois.edu) or via phone at 217-244-1344. Our office is open Monday-Friday, 9am to 5pm.